



**THE USE OF MUDDLE WORDS GAME
TO IMPROVE THE FIFTH GRADE STUDENTS' VOCABULARY
MASTERY OF SD N SUMBERMULYO01 WINONG PATI
IN THE ACADEMIC YEAR 2015/2016**

**By
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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
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SKRIPSI
Presented to Muria Kudus University
in Partial Fulfillment of the Requirements for Completing
the Sarjana Program in English Education

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MOTTO AND DEDICATION

Motto:

- After difficulties, there will be ease. (QS. Al Inssyirah: 6).
- No body is perfect, everybody can make a mistake, but try to be the best just for Allah.
- Allah does not change a people's lot unless they change what is in their hearts. (Muhammad M. Khan)

Dedication:

In the name of Allah the Beneficent and the Merciful, the final project is dedicated to:

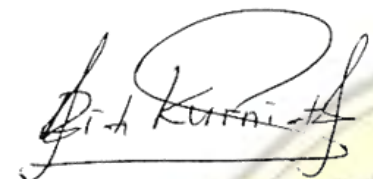
- Her beloved mother Alm. Suparni and her beloved father Alm. Sarmu whom always her miss. Thank you very much for all.
- Her uncle, Heri Suyanto and her aunt, Rebinah thanks all support, kindness, togetherness and everlasting prayer.
- Her beloved teachers.
- The big family of English Education Department 2011.

ADVISORS' APPROVAL

This is to certify that the skripsi of Sumiati (2011-32-218) has been approved by the skripsi advisors for further approval by the Examining Committee.

Kudus, August 2015

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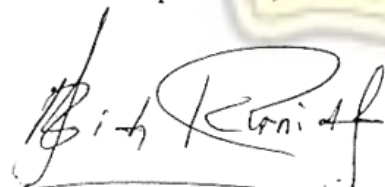
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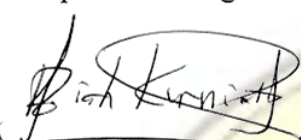
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EXAMINERS' APPROVAL

This is to certify that the Skripsi of Sumiati (2011-32-218) has been approved by the Examining Committee as requirement for the Sarjana Degree of English Education.

Kudus, September 2015
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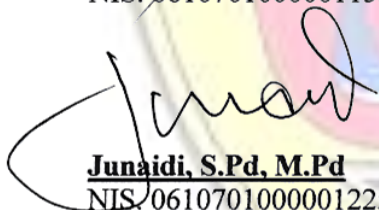
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I sincerely hope this skripsi will be useful for everyone.



Kudus, August 2015

Sumiati

ABSTRACT

Sumiati. 2015. *The Use of Muddle Words Game to Improve the Fifth Grade Students' Vocabulary Mastery of SDN Sumbermulyo 01 Winong Pati In The Academic Year 2015/2016*. Skripsi: English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisors: (1)Diah Kurniati, S. Pd, M. Pd, (2)Agung Dwi Nurcahyo, S.S, M.Pd.

Keywords: *Vocabulary Mastery, Muddle words Game*

Vocabulary is one of the important elements to teach for young learner. The students, who are less in vocabulary, will be difficult in understanding the text, unable to speak English, and difficult to write their own idea. Unfortunately, students of SD N Sumbermulyo 01 Winong Pati have difficulties in learning English coming from their vocabulary mastery. The students get difficulties in understanding the meaning of words and could not spell the words correctly. They are also easy to get bored when the teacher explains the material because the teacher did not use media in teaching and learning process. The writer tried to propose an alternative technique in teaching English vocabulary to fifth grade students by using Muddle Words Game. By using game makes the students more attention with the material and enjoyable during the teaching and learning process.

The objective of this research is to find out whether the use of Muddle Words Game can improve the Fifth Grade Students' vocabulary mastery of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 and to describe how the process of teaching and learning by using Muddle Words Game improve the students' vocabulary mastery.

The design of this research is a Classroom Action Research. This research is conducted in the classroom. and it was done in two cycles. The subjects of this research were the fifth grade students of SD N Sumbermulyo 01 Winong Pati in the academic year 2015/2016 with the number of the students were 25. The researcher used two instruments to collect the data. They were observation sheet and vocabulary mastery test.

The students get very good improvement from the pre cycle test and test in the cycle 1. The average score in the pre cycle test was 66. Next in the cycle 1, it got better. The score was 76. It kept make a progression in the cycle 2. The average score was 85.8. It showed that Muddle words game is effective game that used by the teacher in teaching and learning vocabulary. The students' score always increase in every cycle.

The conclusion of this research is the use of Muddle Words Game can improve the students' vocabulary mastery of the fifth grade students of SD N Sumbermulyo 01 Winong Pati in academic 2015/216. In addition, this game can be used by the English teacher and the other researcher to teach vocabulary mastery.

ABSTRAK

Sumiati. 2015. *Penggunaan Permainan Muddle Words untuk Meningkatkan Kemampuan Penguasaan Kosakata Bahasa Inggris Siswa di Kelas Lima SD N Sumbermulyo 01 Winong Pati pada Tahun Ajaran 2015/2016*. Skripsi: Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Dosen Pembimbing: (1) Diah Kurniati, S. Pd, M. Pd, (2) Agung Dwi Nurcahyo, S.S, M.Pd.

Kata Kunci: *Penguasaan kosakata, Permainan Muddle Words*

Kosakata adalah salah satu unsur penting untuk diajarkan kepada anak-anak. Para siswa yang kurang dalam kosa kata, akan mengalami kesulitan dalam memahami teks, tidak dapat berbicara bahasa Inggris, dan sulit untuk menulis ide mereka sendiri. Sayangnya, siswa SD N Sumbermulyo 01 Winong Pati mengalami kesulitan dalam belajar bahasa Inggris dikarenakan penguasaan kosa kata mereka. Para siswa mendapatkan kesulitan dalam memahami arti kata dan tidak bisa mengeja kata tersebut dengan benar. Mereka juga mudah bosan ketika guru menjelaskan materi karena guru tidak menggunakan media dalam proses belajar mengajar. Penulis mencoba untuk mengusulkan teknik lain dalam mengajar kosakata bahasa Inggris untuk siswa kelas lima dengan menggunakan permainan Muddle Words. Dengan menggunakan permainan membuat siswa lebih memperhatikan materi dan lebih menikmati selama proses belajar mengajar.

Tujuan dari penelitian ini adalah untuk mengetahui apakah penggunaan Permainan Muddle Words dapat meningkatkan penguasaan kosakata siswa Kelas 5 SD N Sumbermulyo 01 Winong Pati di tahun ajaran 2015/2016 dan untuk menggambarkan bagaimana proses belajar mengajar dengan menggunakan Permainan Muddle Words dapat meningkatkan penguasaan kosakata siswa.

Rancangan penelitian ini adalah penelitian tindakan kelas. Penelitian ini dilakukan di dalam kelas. dan dilakukan dalam dua siklus. Subyek penelitian ini adalah siswa kelas 5 SD N Sumbermulyo 01 Winong Pati pada tahun ajaran 2015/2016 dengan jumlah siswa 25. Peneliti menggunakan dua instrumen untuk mengumpulkan data. Yaitu lembar observasi dan tes penguasaan kosakata.

Para siswa mendapatkan peningkatan yang sangat baik dari tes sebelum siklus dan tes siklus 1. Rata-rata dalam tes sebelum siklus adalah 66. Berikutnya dalam siklus 1, menjadi lebih baik. Yaitu 76. Kemudian membuat kemajuan dalam siklus 2. Rata-rata adalah 85,8. Hal ini menunjukkan bahwa permainan Muddle Words adalah permainan efektif yang digunakan oleh guru dalam proses belajar mengajar kosakata. Nilai rata-rata siswa selalu meningkat di setiap siklus.

Kesimpulan dari penelitian ini adalah penggunaan permainan Muddle Words dapat meningkatkan penguasaan kosakata siswa kelas lima SD N Sumbermulyo 01 Winong Pati di tahun ajaran 2015/2016. Selain itu, permainan ini bisa digunakan oleh guru bahasa Inggris dan peneliti lain untuk mengajar penguasaan kosakata.

TABLE OF CONTENTS

COVER	i
TABLE OF CONTENTS.....	xi
CHAPTER I INTRODUCTION.....	1
1.1 Background of the Research	
.....1	
1.2 Statement of the Problem	4
1.3 Objective of the Research	5
1.4 Significance of the Research.....	5
1.5 Scope of the Research	6
1.6 Operational Definition	6
CHAPTER II REVIEW TO RELATED LITERATURE AND ACTION	
HYPOTHESIS.....	8
2.1 Teaching English for Elementary School	8
2.2 Teaching English in SD N Sumbermulyo 01 Winong Pati.....	9
2.2.1Curriculum of Teaching English in SD N Sumbermulyo 01 Winong Pati..	10
2.2.2The Material of English Teaching in SD N Sumbermulyo 01Winong Pati..	11
2.2.3 The Purpose of Teaching English in SD N Sumbermulyo 01	
Winong Pati.....	12
2.3 Definition of Vocabulary	13
2.3.1 The Importance of Vocabulary	14
2.3.2 The Types of Vocabulary.....	15
2.3.3 Technique to teach Vocabulary.....	17
2.4 Muddle Words Game as Media for Teaching Vocabulary	18
2.4.1 The Advantages of Muddle Words Game.....	19
2.4.2 The Disadvantages of Muddle Words Game	20
2.4.3 The Procedure of Teaching Vocabulary by Using Muddle words Game	20
2.5 Review of Previous Research.....	21
2.6 Theoretical Framework	23
2.7 Action Hypothesis	25

CHAPTER III METHOD OF THE RESEARCH	26
3.1 Setting and Characteristics of Research Subject.....	26
3.2 Variable of the Research	27
3.3 Design of the Research.....	28
3.3.1 Planning	30
3.3.2 Action	30
3.3.3 Observation.....	31
3.3.4 Reflection.....	31
3.4 Procedure of the Research.....	31
3.5 Instrument of the Research.....	32
3.6 Data Analysis	33
3.6 Success Indicators	35
CHAPTER IV FINDING OF THE RESEARCH	36
4.1 Preliminary Research	36
4.2 The Cycle 1	40
4.2.1 The English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 1.....	42
4.2.2The Percentage of the Students Vocabulary Mastery Category of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 1	44
4.2.3 The Implementation of Muddle Words Game in Teaching and Learning Process of English Vocabulary of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in Cycle 1	46
4.3 The Cycle 2	51
4.3.1The Implementation of Muddle Words Game in Teaching and Learning Process of English Vocabulary of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the First Meeting of Cycle 1	52

4.3.2 The English Vocabulary Mastery of the Fifth Grade Students of SD N 05 Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 2	54
4.3.3 The Percentage of the Students Vocabulary Mastery Category of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 2	56
CHAPTER V DISCUSSION	63
5.1 The Implementation of Muddle Words Game in Teaching Vocabulary of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016	63
5.2 The Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 by Using Muddle Words Game	66
CHAPTER VI CONCLUSION AND SUGGESTION	68
6.1 Conclusion	68
6.2 Suggestion	69
BINLIOGRAPHY	70
APPENDICES	72
STATEMENT	147
CURRICULUM VITAE	148

LIST OF TABLES

Table	Page
2.1 The English Materials of the Fifth Grade Students.....	12
2.2 The concept of Research Framework.....	24
3.1 Range Scales of the Students' Vocabulary Mastery Mean Score	34
4.1 The English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game	37
4.2 The Percentage of the Students Vocabulary Mastery Category of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Pre Cycle	39
4.3 The English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 1	42
4.4 The Percentage of the Students Vocabulary Mastery Category of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 1	44
4.5 The Implementation of Muddle Words Game in Teaching and Learning Process of English Vocabulary of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the First Meeting of Cycle 1.....	46
4.6 The English Vocabulary Mastery of the Fifth Grade Students of SD N 05 Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 2	54
4.7 The Percentage of the Students Vocabulary Mastery Category of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 2.....	56
4.9 The Recapitulation of the Students' Vocabulary Mastery Score taught by Using Muddle Words Game.....	62

LIST OF FIGURES

Figure	Page
3.1 Cyclical Action Research.....	29
4.1The Diagram of the English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Pre Cycle	39
4.2The Diagram of the English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 1	45
4.3The Diagram of the English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016 Taught by Using Muddle Words Game in Cycle 2	56



LIST OF APPENDICES

Appendices	Page
1. Syllabus	73
2. The Layout of Question Sheet of Evaluation Test (Pre Cycle)	88
3. The Result of Evaluation Test of the Fifth Grade Students (Pre Cycle)	92
4. Lesson Plan of Cycle 1	100
5. The Layout of Question Sheet of Evaluation Test (Cycle 1)	105
6. The Result of Evaluation Test of the Fifth Grade Students (Cycle 1)	109
7. Lesson Plan of Cycle 2.....	117
8. The Layout of Question Sheet of Evaluation Test (Cycle 2)	122
9. The Result of Evaluation Test of the Fifth Grade Students (Cycle 2)	126
10. The Layout of the Observation Sheet of Teacher' and Students' Activities	134
11. The Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016.....	136
12. The List Score of the English Vocabulary Mastery of the Fifth Grade Students of SD N Sumbermulyo 01 Winong Pati in the Academic Year 2015/2016.....	137
13. Penetapan Pembimbing Skripsi Letter	141
14. Research Decision Letter from SD N Sumbermulyo 01 Winong.....	142
15. Berita Acara Bimbingan.....	143
16. Keterangan Selesai Bimbingan	145
17. Permohonan Ujian Skripsi	146